

log ∞

Log Creative 8th Anniversary

Log Creative No.0200

Storyboard

Log Creative

January 22, 2021

Revised 1

[Github Repository](#)

CG Part

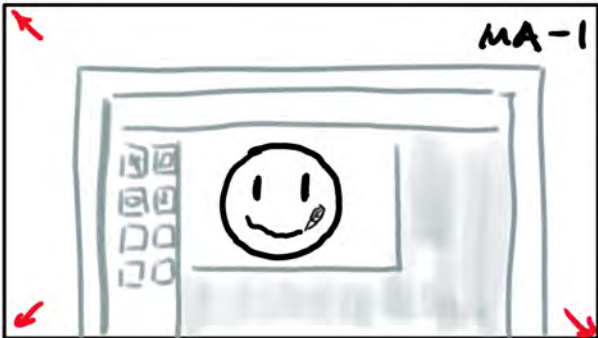
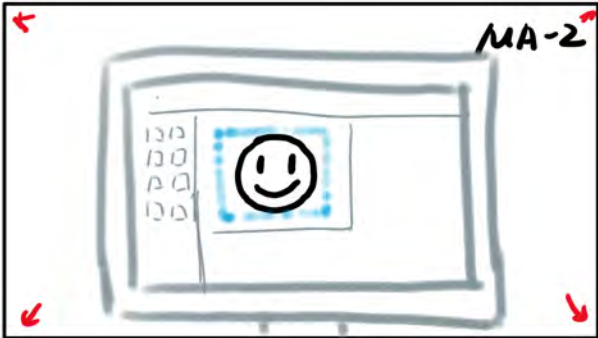
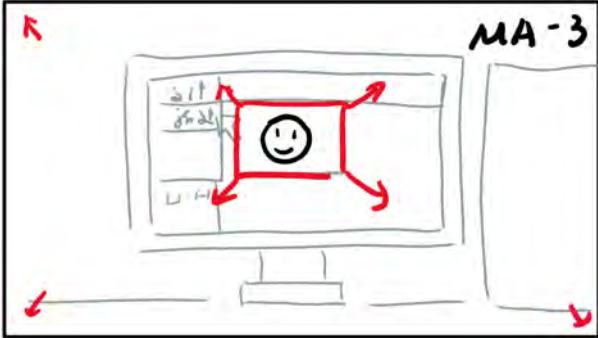

BGM: Soviet March – Reprise

Length: 72+05F

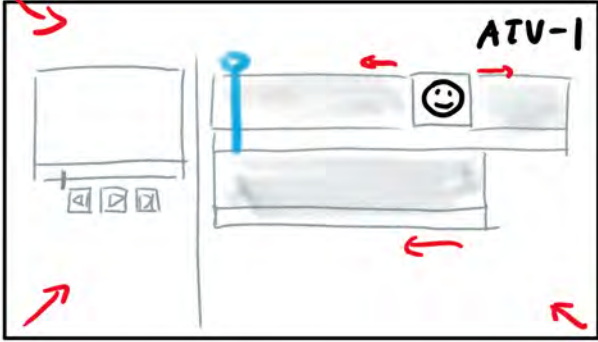
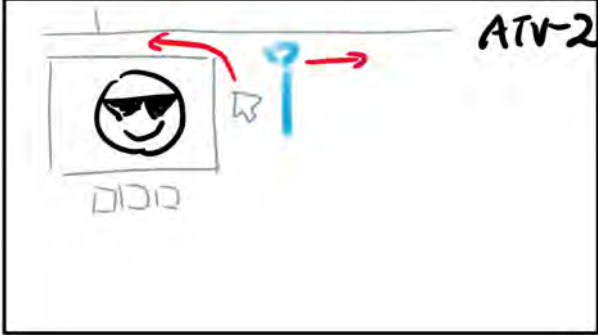
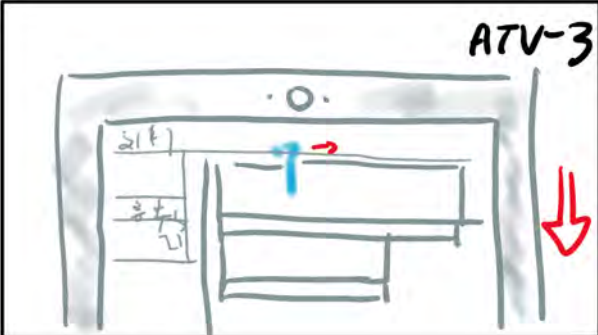

Framerate: 24fps

Label	View	Comments	Out Time	Duration
U – Unlock (01+03F)				
U1		The left handle of the lock pops up. The year begins to change.	02+01F	22F
U2		The handle of the lock begins to rotate to the right side. The date begins to shift upward.	03+00F	23F
U3		The date slows down to 2021.	04+00F	24F
U4		The title page of <i>LC Bad Memories</i> .	04+20F	20F

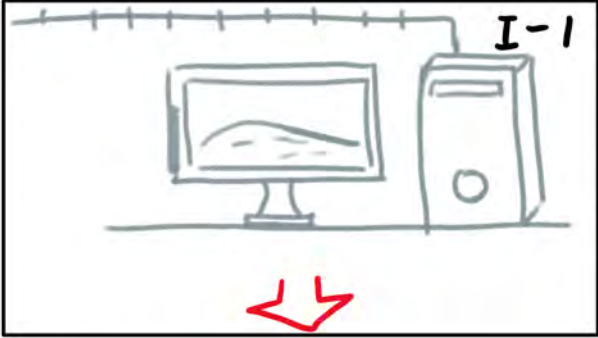

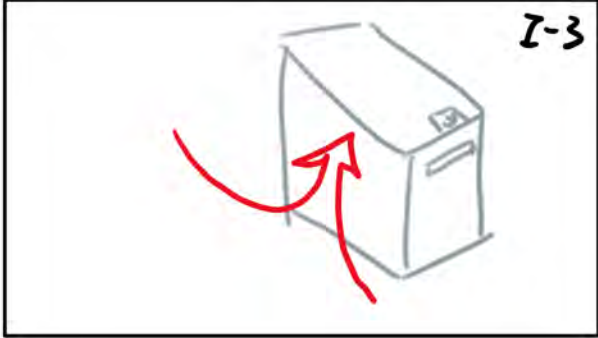

AE: A lock. The characters can be faded in slowly.

Label	View	Comments	Out Time	Duration
MA – Making Animation (04+20F)				
MA1		Begin mouse-drawing an image with a smiling face.	05+20F	24F
MA2		Right click the canvas to all-select the image, then copy.	06+18F	22F
MA3		Create a New File. The canvas floats up and expands.	07+15F	21F
MA4		The canvas shifts to the top right corner. The background fades out and has a tendency to shift towards the left bottom corner.	08+14F	23F

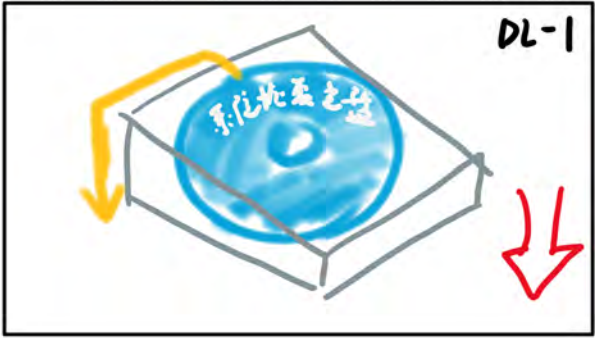
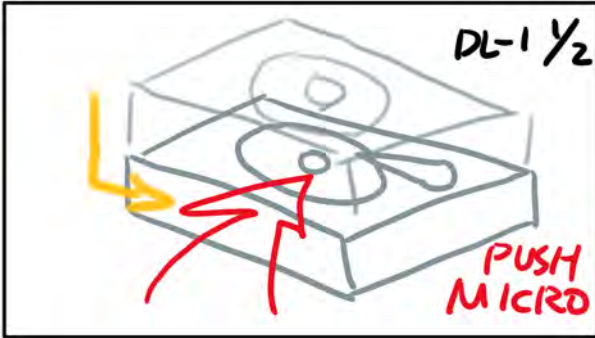
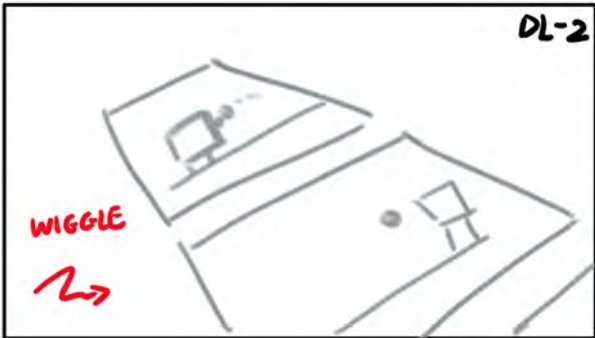
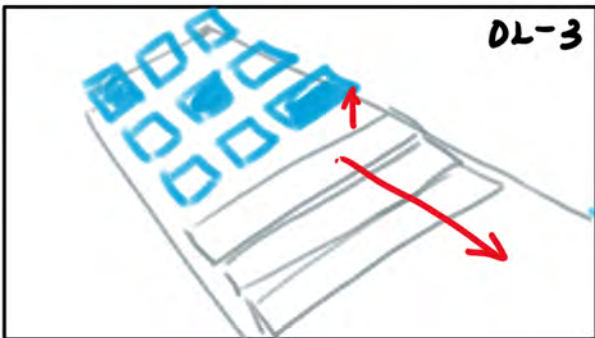

Blender: The old computer scene(S01). In the same dimension. Compensated by the noisy wiggle.
AE: The desktop view. The reference is *How to Make an Animation through Paint*, 2013.

Label	View	Comments	Out Time	Duration
ATV – Animation to Video (08+14F)				
ATV1		The image lays on a timeline.	09+10F	20F
ATV2		The time scroll begins to roll. The cursor moves to the left upper corner for saving.	10+11F	25F
ATV3		The camera moves down in a cubic curve. The cursor complete saving with some element hint.	11+08F	21F
ATV4		The preview becomes a real video, playing.	12+11F	27F

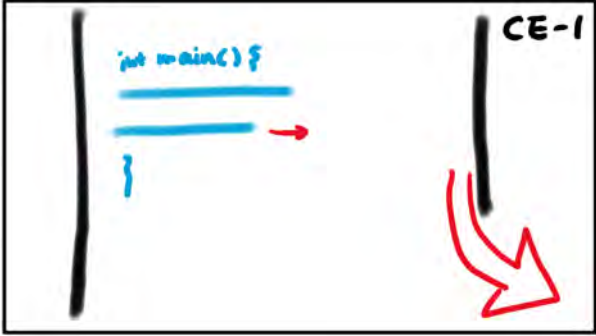



AE: The screen. Windows Movie Maker interface.

Label	View	Comments	Out Time	Duration
I – Initialize (12+11F)				
I1		The view becomes larger in order to turn the direction in the next cut.	13+06F	19F
I2		View turns to the case.	14+05F	23F
I3		The camera heads inside the case.	15+00F	19F
I4		The view heads towards the surface of the optical drive, from a higher perspective.	16+00F	24F

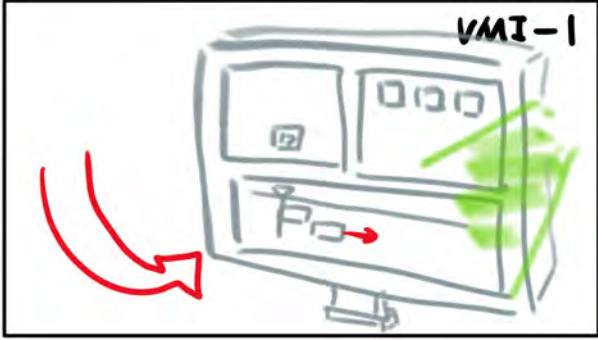


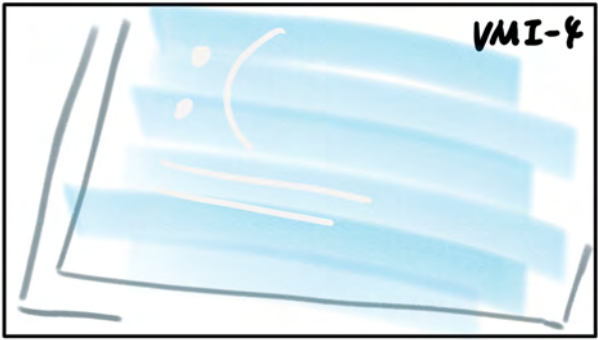
Blender: The old computer scene(S01). Tuning the camera trajectory carefully with some rotation.

Label	View	Comments	Out Time	Duration
DL – Data Lost (16+00F)				
DL1		The characters on the DVD begin to show up – <i>The recovery disk</i> . The data flow out. The camera moves down.	16+12F	12F
DL1.5		The data flow transfers through data line to the disk. The camera turns into the micro perspective.	17+02F	14F
DL2		The images inside the disk show up.	18+00F	22F
DL3		The images start to be digitalized into binaries from one end.	18+20F	20F
DL4		The binaries shreaded out to fractions from one end.	19+20F	24F

Blender: The floating binaries. The filled one represents 1 while the empty one represents 0.
AE: The images. Composition.

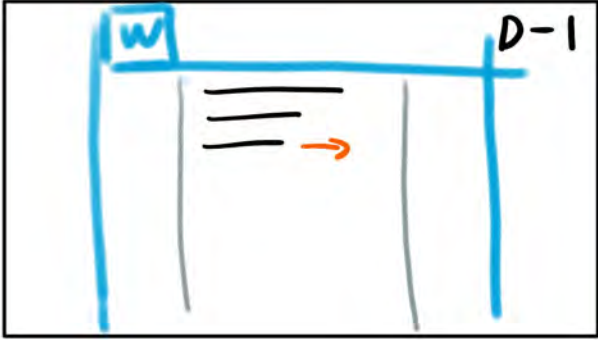
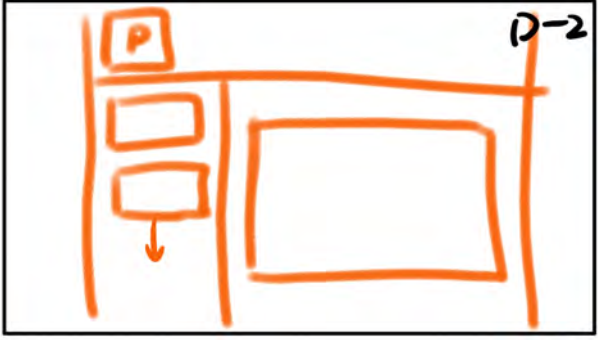
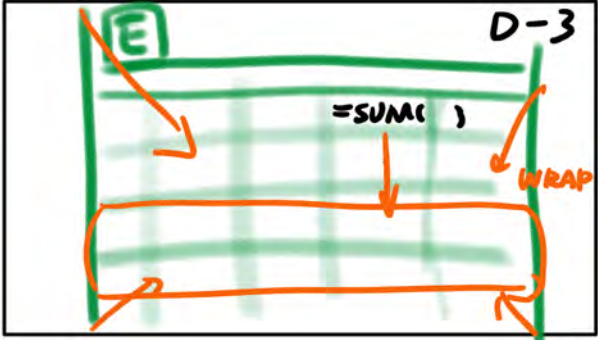
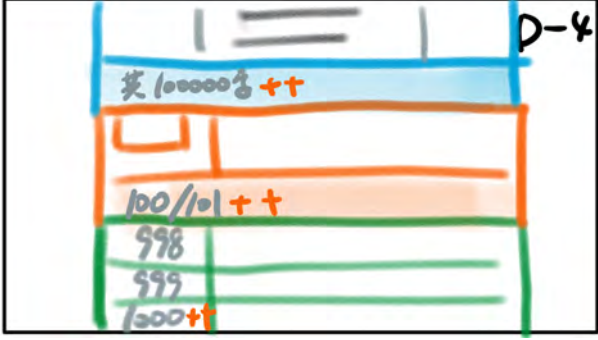
Label	View	Comments	Out Time	Duration
CE – Coding Errors (19+20F)				
CE1		<p>The Intergrated Development Environment(IDE). The camera moves up while turning downward.</p>	20+16F	20F
CE2		<p>The debugger begins to report errors about compilation. The layer moves down for the next application.</p>	21+18F	26F
CE3		<p>The terminal pops up with a bunch of random characters. The layer moves down.</p>	22+15F	21F
CE4		<p>The Online Judge(OJ) page with the message <u>Time Limit Exceeded</u> from Set 1 through Set 10.</p>	23+13F	22F

AE: Interfaces. Some clips could be generated through screen recording with some noise.

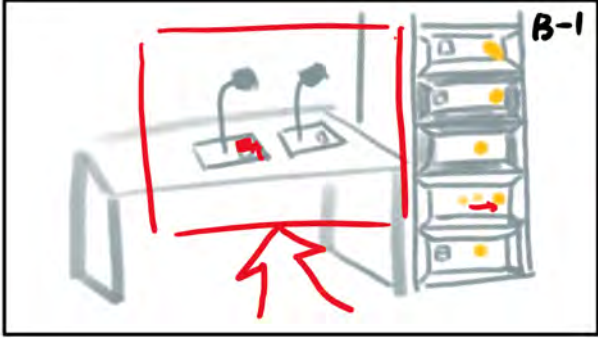
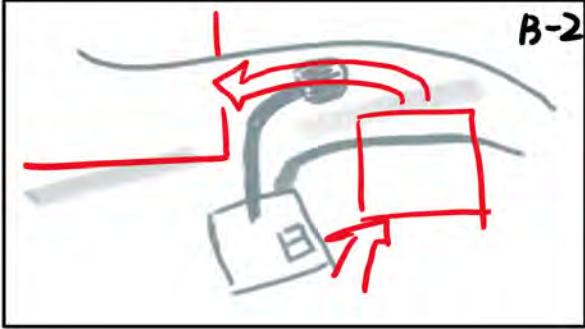
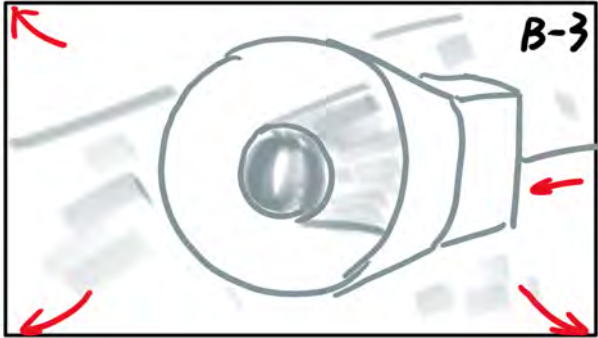

Label	View	Comments	Out Time	Duration
VMI – Video Making Part I (23+13F)				
VMI1		The computer with the interface of Corel Video Studio. The camera moves down and upward.	24+13F	24F
VMI2		The error message pops up, which says <u>Out of Memory</u> .	25+11F	22F
VMI3		The warning message pops up as well, which says <u>C++ Runtime Error</u> .	26+10F	23F
VMI4		Blue screen with the message <u>YOU_ARE_JUST_TOO_SERIOUS</u> .	27+05F	19F

Blender: The new computer(S02).

AE: The interface with some small elements or slow motion to fill the timeline(FIXME).

Label	View	Comments	Out Time	Duration
D – Documentation (27+05F)				
D1		Word. Typing letters to the page. The camera could wiggle when the key is pressed.	28+06F	25F
D2		PowerPoint. Append new slides.	29+05F	23F
D3		Excel. Append new rows of data. The interface wraps into a lower third bar.	30+04F	23F
D4		Three kinds of interfaces are put together. The numbers increase.	31+01F	21F

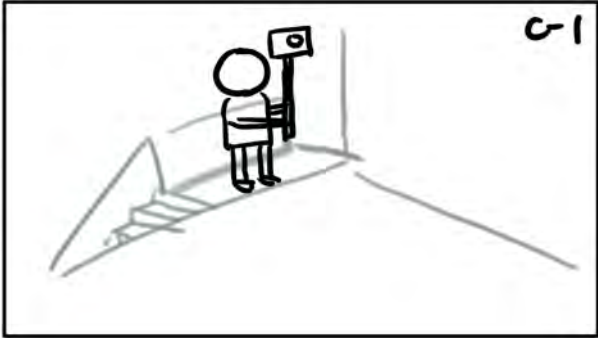



AE: Three interfaces with smooth animation.

Label	View	Comments	Out Time	Duration
B – Broadcasting (31+01F)				
B1		The broadcasting room. The camera pushes in. Focus on the microphone.	31+22F	21F
B2		The microphone transfers sound signal into electric signal. Transferring through an amplifier.	32+23F	25F
B3		The speaker output the sound with some visual hints (like a sound wave).	33+21F	22F
B4		Camera moves backward and downward to a larger scene. The teacher moves up his head and the sound disappears.	34+20F	23F


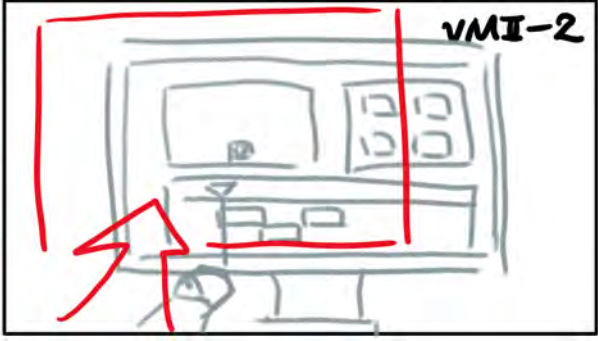
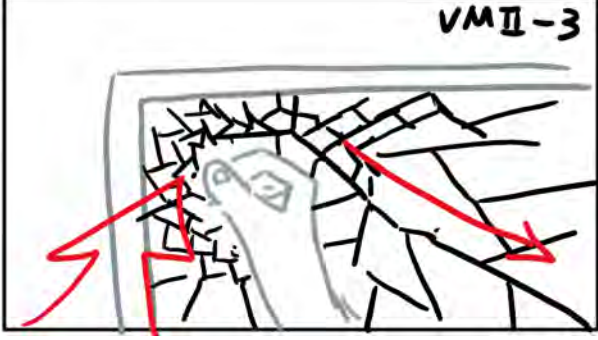

Blender: Broadcasting room(S03).

Blender: Speaker & Building(S04).

AE: Teacher.



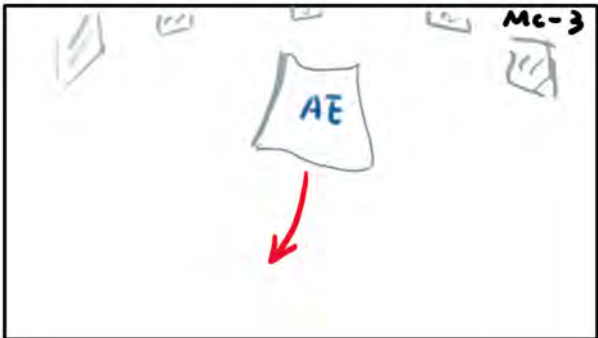
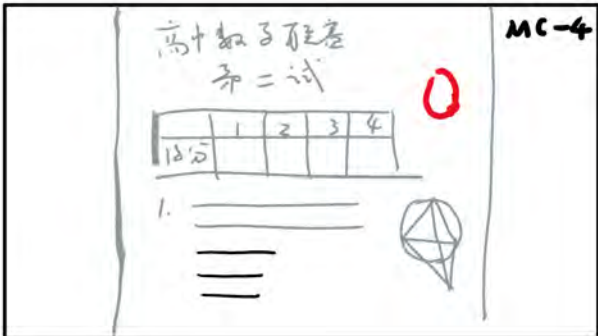
Label	View	Comments	Out Time	Duration
C – Cinematography (34+19F)				
C1		Hold a bar to film. Walk upstairs.	35+15F	19F
C2		The action is caught on the phone by pressing the <i>Photo</i> button. Camera narrows in.	36+17F	26F
C3		The photo is brought to the table. The man shout out <i>Blame him!</i> with a visual hint (like a message bubble).	37+14F	21F
C4		The teacher stands up to shout at me. I raise up my hand, trying to do something.	38+13F	23F

Blender: Stage(S05).
Blender: Phone(S06).
AE: Table.

Label	View	Comments	Out Time	Duration
VMII – Video Making Part II (38+12F)				
VMII1		Camera moves from side to front.	39+07F	18F
VMII2		The camera focuses on the left upper corner of the display.	40+10F	27F
VMII3		One punches the display into pieces.	41+09F	23F
VMII4		The scatters spreads. The camera moves into a black space.	42+07F	22F

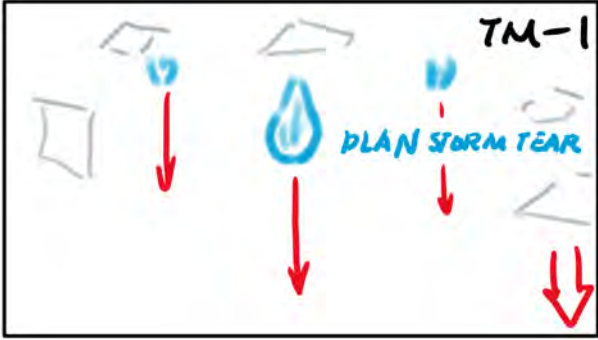
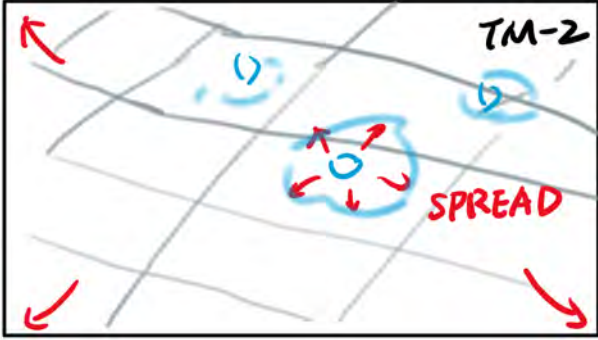
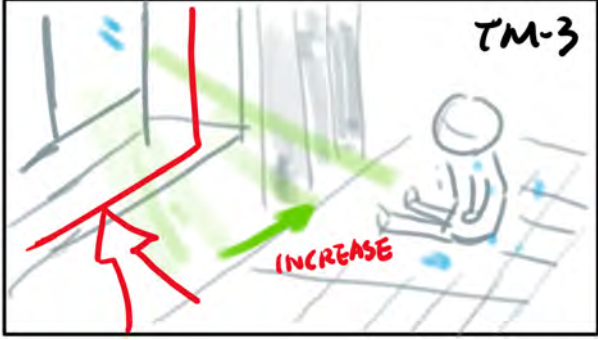

Blender: The new computer with simulation on the scatters(S07).

AE: The punching hand.

Label	View	Comments	Out Time	Duration
MC – Math Competition (42+07F)				
MC1		The glossy collection of <i>Summary of Mathematic Course</i> , randomly distributed in the middle air.	43+07F	24F
MC2		Suddenly, the characters on the pieces fade out and the plates move up to the same level. Camera slowly pushes in.	44+06F	23F
MC3		Then, one piece of paper float to the camera side.	44+23F	17F
MC4		The 0 on the paper is drawn.	46+02F	27F

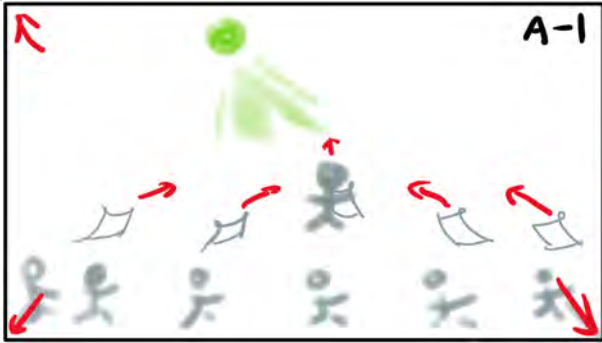
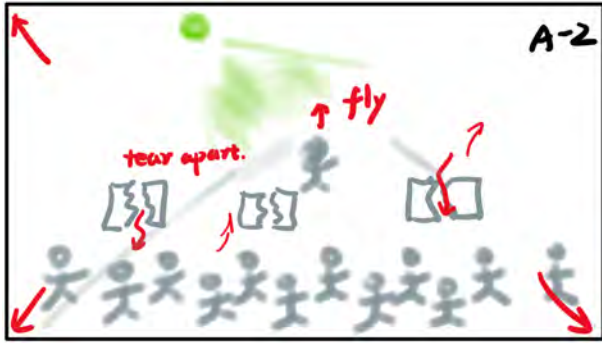
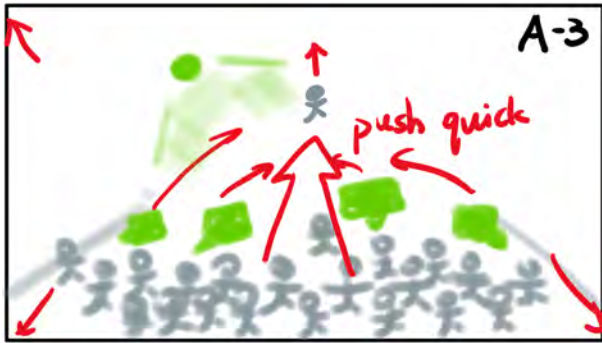

Blender: The glossy Collection(S08). Python can be used to load the images of the book.

AE: The paper.

Label	View	Comments	Out Time	Duration
TM – Tear & Moon (46+02F)				
TM1		The droplets of tear and sweat drop in the middle air, across those paper. Camera moves down and slows down.	46+20F	18F
TM2		The droplets touch the blanket and spread on the surface. Camera turns into a wider perspective.	47+23F	27F
TM3		A boy sits on the blanket and heads up to the sky outside the window. The moonlight increases its strength and range. Camera moves to the window side.	48+20F	21F
TM4		Window bar and the moon, as if it is in a jail. The camera continues to move in and cross the bar.	49+20F	24F

Blender: Droplets(S09). The simulation on the liquid.

Blender: The bedroom(S10). Moonlight.

Label	View	Comments	Out Time	Duration
A – Attack (49+20F)				
A1		A group of people throw papers over me under the moon. The camera slowly becomes a wider view.	50+19F	23F
A2		A dozen of people tear apart a lot of paper and throw it away. I am going to fly. The camera will be brought into a pretty wider range.	51+17F	22F
A3		A whole lot of people push a lot of message bubbles into me. I am in the middle air. The camera begins to zoom.	52+15F	22F
A4		Camera zooms to the upper part of my body.	53+12F	21F

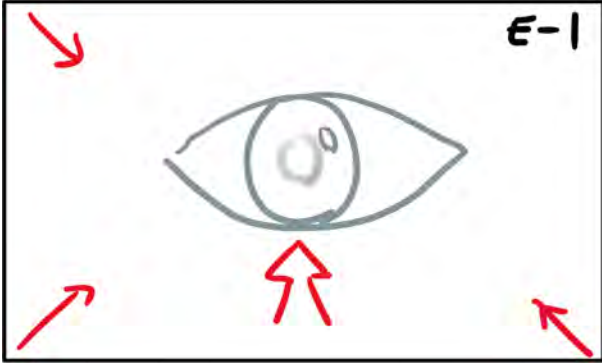
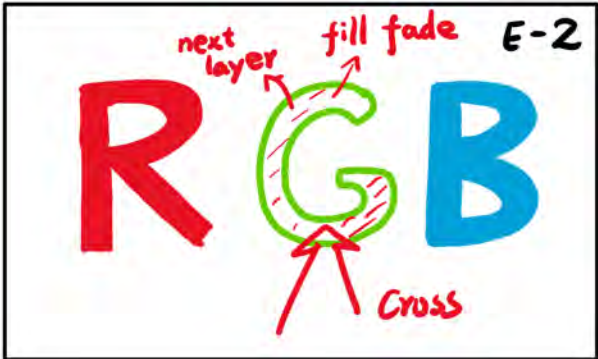


Blender: A bunch of people(S11).

AE: Paper – throwing.

AE: Paper – tearing apart.

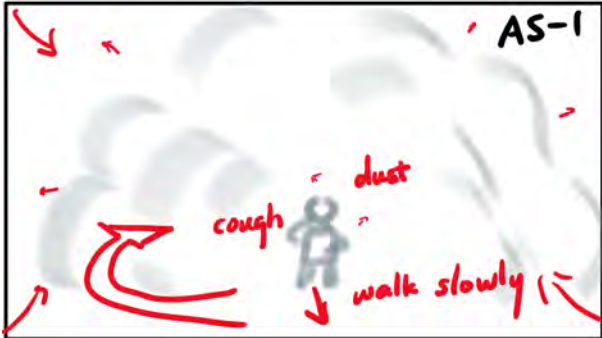
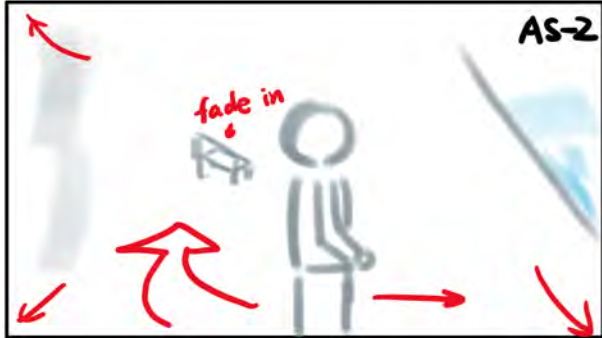
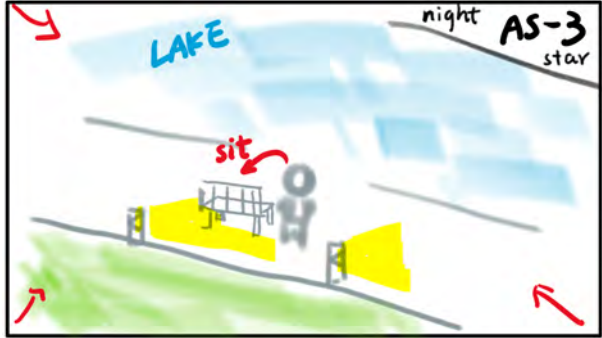

AE: Message bubble.

AE: Boy.

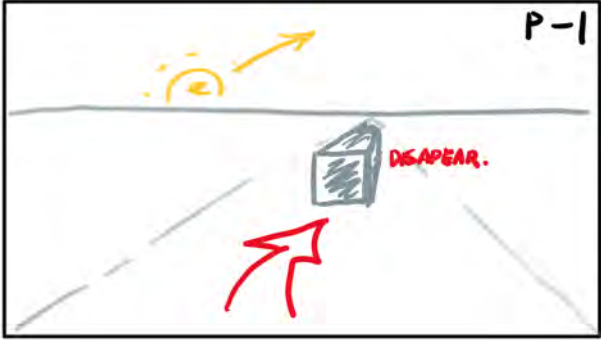
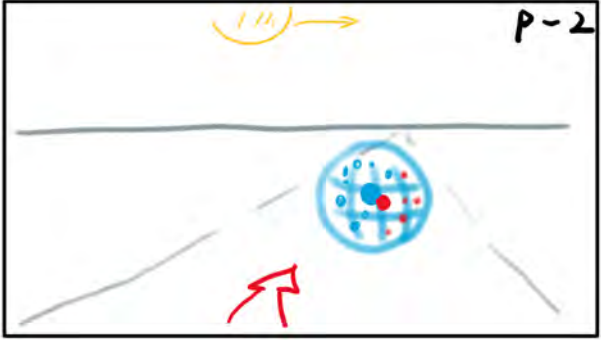

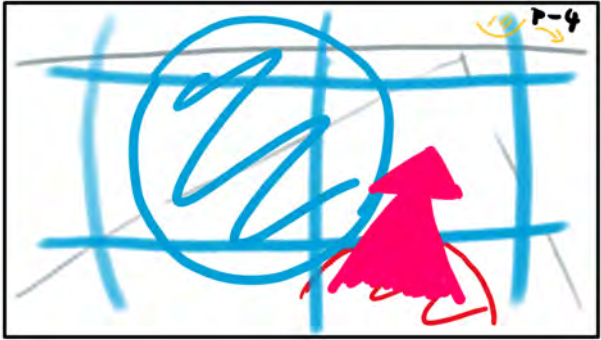
Label	View	Comments	Out Time	Duration
E – Explosion (53+12F)				
E1		The camera pushes into the eye.	54+11F	23F
E2		The <i>RGB</i> scene. The fill of <i>G</i> becomes transparent. The camera moves in and shows the next layer.	55+10F	23F
E3		A spark ignites from the back. The boy gets his body separated. The camera begins to zoom out.	56+08F	22F
E4		The smoke of the explosion spreads.	57+04F	20F

AE: The three combo.

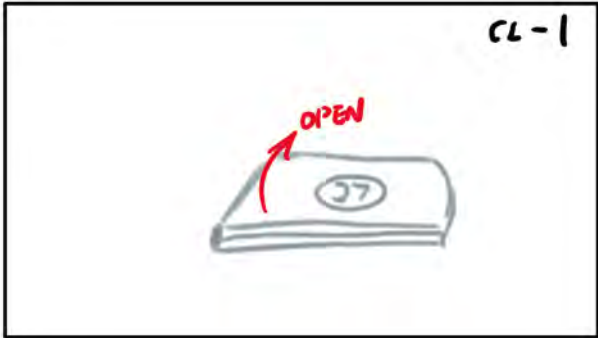
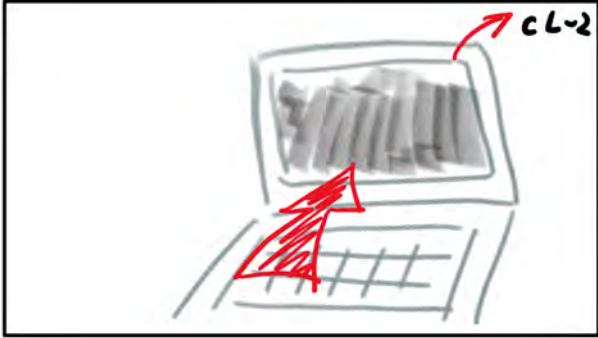
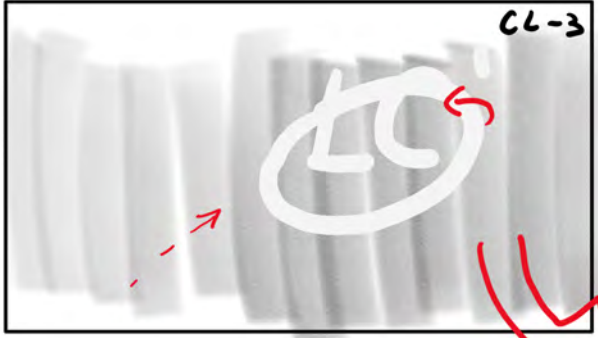
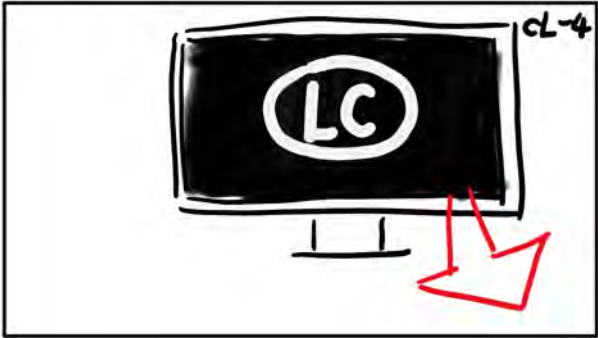
Blender: The simulation of the smoke(S12).

Label	View	Comments	Out Time	Duration
AS – Alone Sit (57+04F)				
AS1		The body comes out from the explosion smoke, covered with dust and coughing and walking slowly.	58+02F	22F
AS2		The camera shift to the back of the person, oriented to the boy. The chair and the lake fades in.	59+04F	26F
AS3		The view becomes pretty big and the boy sits on the chair, slowly. Camera moves next to the boy.	60+02F	22F
AS4		The camera moves forward. The horizon is in sight.	60+23F	21F

Blender: Next to the lake(S13). The simulation of the water.

Label	View	Comments	Out Time	Duration
P – Particle (60+23F)				
P1		The box shows up followed by the camera movement.	61+23F	24F
P2		The box disappears. The glossy wire sphere contains a lot of particles. The particles begin to diffuse.	62+22F	23F
P3		The camera moves across the wire sphere. The sun hangs in the middle sky.	63+21F	23F
P4		The camera moves across the sphere from the other side. The sun sets.	64+18F	21F

C4D: The particle scene with Octane Renderer.(Home)

Label	View	Comments	Out Time	Duration
CL – Computer & Logo (64+18F)				
CL1		The LC laptop opens. The camera moves in.	65+18F	24F
CL2		The camera moves into the screen.	66+16F	22F
CL3		The <i>LC Animated Logo</i> is performed in a different angle with a slight modification in the beginning.	67+14F	22F
CL4		The camera moves out from the screen and the set is turned into the new computer scene.	69+07F	41F

C4D: The laptop.(Home)

C4D: The LC Animated Logo.(Home)